

CITY OF RENO SOFTBALL



RULES and REGULATIONS

Revised March 2010



SOFTBALL RULES & REGULATIONS

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CITY OF RENO

PARKS, RECREATION, AND COMMUNITY SERVICES DEPARTMENT

ADULT SOFTBALL PROGRAM

A. GENERAL POLICIES AND PROCEDURES

1. LOCATION OF SOFTBALL SPORTS COMPLEXES

A. Reno Sports Complex
2975 North Virginia St.
Phone – 334-2247
Abbreviated RSC on game schedule

B. Idlewild Park Field 3
2055 Idlewild Drive
Abbreviated I on game schedule

2. ASA TEAM INSURANCE INFORMATION

Individual team medical insurance is available, for an additional fee paid to ASA, through the association and information is available at the Athletics office. ASA insurance information can be found on the front page of the ASA Softball Rule book.

3. NOTICE OF POTENTIAL DANGER OR RISK

All participants in Softball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in softball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from softballs and/or other equipment used for this sport. Participation in softball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

4. PRACTICE FIELDS

Fields may be available for practice when not in use for league games or tournaments. If the fields are marked or lined, they are not available for practice. The fields are not available some evenings and weekends. Please call the Athletics office at 334-2262 for availability.

5. FOOD AND BEVERAGES

The PRCS Department does not allow food and/or beverages into the Reno Sports Complex (no ice chests or glass containers). We do allow water in squeeze bottles. Consumption of food or beverages in the parking lot is also not allowed (no tailgate parties). Facility Assistants have the authority to confiscate containers, ice chests, and cans. Beer purchased at the snack bar is allowed only in spectator areas and not on the field or dugout areas. Anyone participating or intending to participate in a game shall refrain from consuming alcohol during or prior to their scheduled game. Anyone not abiding by these rules shall be removed from the facility.

6. FACILITY ASSISTANTS

City of Reno staff is scheduled at the Reno Sports Complex and Idlewild during all softball games. Facility Assistants are hired to oversee operations during league play (scheduling, field maintenance, accidents, incidents, etc.). The Facility Assistant can be found in the Sports Complex office or patrolling the complex. Please respect and cooperate with all precautions and decisions made by the Facility Assistant and other PRCS staff.

7. FIRST AID

A limited first aid supply is available at the Reno Sports Complex and Idlewild ball fields. They are located in the Athletics office. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Teams are ultimately responsible for their own first aid supplies.

8. LOST AND FOUND

The lost and found is located in the Athletics office. Please contact the Athletics office for information on lost and found items, (775) 334-2262. To retrieve an item, you must be able to describe it in detail. We strongly suggest that you place your name and phone number on all equipment. We are not responsible for any items left behind. Items are kept for two weeks and then given to charity.

9. CHILD CARE

Guardians must supervise children at all times when at a softball complex. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not to be on the fields during games. Children are not allowed in the dugout before, during, or after the game.

10. WEATHER

Scheduled games can be postponed or rescheduled due to weather conditions or other unforeseen circumstances. This decision will be made by an athletics staff member and games will be rescheduled as determined by the Recreation Coordinator. If time allows, team managers will receive notification of rescheduled games in the mail, otherwise managers will receive a phone call with notification of the reschedule. **In cases of inclement weather, please call the RAINOUT LINE at 334-6268 for updated conditions, after 5:00 pm.**

DO NOT CALL THE ATHLETICS OFFICE FOR FIELD CONDITIONS OR STATUS OF SCHEDULED GAMES. FIELD CONDITION WILL BE DETERMINED PRIOR TO THE FIRST GAME.

Please remember, this is an outdoor league. Adverse weather conditions such as rain, smoke, dust, snow, and wind are possible. We will do our best to make sure the games are played at their scheduled times as long as the conditions are safe.

11. WARM-UPS

Warm-ups are allowed only in designated areas away from spectator areas. Players may warm up on their field once the previous game has been completed. No batting, pitching, or practicing in the infield prior to game time. No throwing or hitting balls against any fences. Players who repeatedly violate these rules may be subject to disciplinary action up to and including suspension from the game or league. This is for your safety as well as for the safety of others.

12. GAME TIMES

A copy of league schedules is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules. The nightly game list will be posted at the Athletics office.

13. STANDINGS

Please verify that standings are correct week by week. All standings will be updated each Monday and will be posted at the Reno Sports Complex and on the website, www.reno.gov. If you have any corrections or questions regarding the standings, please notify the Facility Assistant or call the Athletics office @ 334-2262.

14. ROSTERS

All teams will be registered with the Amateur Softball Association. Maximum number of active players per roster is twenty (20). All team managers must have a roster completely filled out and turned into the Athletics office before your team can participate in a game. All additions and deletions to the roster must be made in writing and signed by the manager after league play begins. Deadlines for adding players will be announced at the Manager's Meeting. There is a liability issue if we do not have a complete and correct roster on file. **If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics office at the Northeast Community Center, 1301 Valley Road, Reno, NV 89512.** The Athletics office phone # is (775) 334-2262.

15. MAINTENANCE

Please notify the Facility Assistant or call the Athletics office if there is a problem with scoreboards, fields, or lights.

16. SPORTS OFFICIALS (UMPIRES)

If you have any problems with an umpire, please contact the Facility Assistant and fill out a complaint or incident form and turn it into the Athletics office. If the Supervisor of Officials does not respond within 5 days, please contact the Athletics office. **DO NOT TAKE THE MATTER INTO YOUR OWN HANDS.**

17. GAME CARDS

Please complete the game card prior to your scheduled game time. The cards are available from the umpire on your scheduled field. Please fill out the back of the card with your line-up using players' first and last names. Initials are not proof of a player's eligibility. Return the card to the umpire or to the other team if they have not submitted their line-up.

In order to ensure the most accurate standings, BOTH team's managers must review and sign the game card at the end of the game. By signing the game card you are agreeing that the final score is CORRECT, so please check it before you sign the card.

18. SPECTATOR & PLAYER SAFETY

Only rostered players may be in the dugout. Spectators are not allowed. **It is mandatory that all players stay in or behind the dugout except for two base coaches and one on deck batter.** Failure to comply with this rule could result in ejection from the complex. **ABSOLUTELY NO BAT RETRIEVERS, NO EXCEPTIONS.**

19. BLOOD RULE

A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If it is in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- a) Stop the game and allow treatment if the injured player would affect the continuation of the game. (i.e. major injuries, not scrapes, etc.).
- b) Immediately call a coach or other authorized person to the injured player.
- c) Apply the rules of the ASA regarding substitution, short-handed player, and re-entry if necessary.
EXCEPTION: A team can play short-handed without the penalty of an out. **You cannot drop below 9 players.**

B. GENERAL SOFTBALL RULES

1. PLAYERS AND TEAMS

Players must be 18 years or older to play. Players must have identification available for roster checks. Players may not play on more than one team per night per classification (Men's, Women's, Co-ed). **LEAGUE AND POST-SEASON TOURNAMENT SCHEDULES CANNOT BE WORKED AROUND PLAYERS WHO PLAY ON MORE THAN ONE TEAM.** Men's slow pitch teams are allowed to use up to ten (10) players on defense and an additional hitter (11 batters). **Co-ed may bat 9, 10 or 12, NOT 11.** You cannot add an additional hitter once the game has started.

Players discovered playing under an assumed name will be suspended for one year. Managers that knowingly use an illegal player will also be suspended. A protest is still legal as long as the umpire has not left the playing field once the game is over. If an umpire refuses to record a protest or check a player, please notify the Athletics office immediately.

2. EQUIPMENT

One (1) new softball is provided by the PRCS Department for each game. We do not supply any other equipment. Foul and home run balls must be retrieved immediately during play.

ILLEGAL BATS – ALL triple wall, Titanium, or any other bat not specifically labeled ASA softball certified, or one that has been modified are illegal and MAY NOT be used in play. There are some ASA stamped bats that have been banned so be sure to check the banned bat list (which can be found at www.asasoftball.com under the tab "Certified Equipment"). A current listing of illegal bats will be posted at the fields. We reserve the right to prohibit the use of any piece of equipment, regardless of their qualifications through the Amateur Softball Association, at any time during the season.

3. UNIFORMS

All teams must have a uniform consisting of a shirt with numbers. All uniforms must:

- a) Be the same color, and/or have the same logo.
- b) All uniforms must have a number on the front, back, or sleeve of the uniform.

A team will be penalized one run for every player who enters the game without the proper uniform. The date that uniforms will be required will be announced at the manager's meeting. Steel cleats and cleats with metal exposed will not be allowed. Any player discovered with metal cleats will be declared out and ejected from the game. We recommend that no jewelry be worn during games. If jewelry is worn, the umpires will use their discretion as to whether or not you may continue to wear it during the game.

4. PLAYING FIELDS

The base length for slow pitch is 65 feet and for fast pitch is 60 feet. Pitching distance for slow pitch is 50 feet, 46 feet for men's fast pitch, and 40 feet for women's fast pitch. For the safety of pitchers, a pitching lane will be instituted. The pitcher may take a position from the front edge of the pitcher's plate to six feet behind the pitcher's plate, but within the 24 inch width of the pitcher's plate.

Outfield distances are: Reno Sports Complex = 300 feet Idlewild #3 = 310 feet

5. SCOREKEEPING

The Home team for each game will be responsible for the official scorebook. Each manager or representative must legibly record their line-up on the score card prior to the game. Remember, **first and last names must be recorded** on the back of the card. All substitutes should be listed on the card. If there are any questions, regarding the score, they must be resolved by the umpire prior to the start of the next half inning, or the score stands as is. Managers, please keep on top of the scores each inning.

6. SUBSTITUTIONS

All substitutions must be reported to the umpire. Starting players are allowed to leave and re-enter the game once, provided they return to the same place in the batting order. Managers must announce re-entry as it occurs. Once a substitute is removed from play they may re-enter in the same spot, provided that the batting order has not changed.

7. GAME LENGTH

The umpire will be the official time keeper. New innings will not begin after one hour and eight minutes (68 minutes) except in tie games. Tie games will be decided by one (1) or two (2) innings, if needed. Games tied after the two (2) inning extension will be called. If tie games have bearing on a playoff spot, there may be a two (2) inning game to break the tie. This will be at the discretion of the Recreation Coordinator. The game clock will only be stopped for an injury, maintenance, or during a protest. Slow pitch games will have a time limit of one hour and ten minutes (70 minutes). For the integrity of the game, we ask that you do not utilize excessive delay or stall tactics. If, in the judgment of the umpire you are using excessive delay or stall tactics, a warning will be given. If it is repeated, the umpire will forfeit the game, 7-0, in favor of the opposing team.

8. RUN RULES or “MERCY” RULES

A 20-run rule will be in effect after 3 innings, a 15-run rule will be in effect after 4 innings, and a 10-run rule will be in effect after 5 innings.

9. AWARDS & PLAYOFFS

For League: Awards will be given to the teams finishing in 1st and 2nd place in each division.

For Tournament: Trophies/Plaques will be given to the teams finishing in the first and second place positions.

Playoffs will be determined according to the set-up of the different leagues. The first, second, and third place teams from each league will advance to the post-season tournament. Teams that finish in first place may be moved up to the next higher level for the tournament. Playoff schedules will be posted online and/or at the fields three (3) weeks prior to the end of the regular season (they will not include teams; only dates, times, and seeds).

10. TIE-BREAKING RULE

In the event of a tie in the standings the tie-breaking order is:

- a) Head to Head Competition
 1. If two teams are tied, it's the team that defeated the other in head to head competition. If they are still tied go to b).
 2. If three or more teams are tied, it is the head to head record of all teams involved in the tie. If they are still tied go to b).
- b) Least runs allowed, between tied teams only. If still tied, go to c).
- c) Least runs allowed in all league games. If still tied, go to d).
- d) Flip a coin.

11. PROTESTS

Judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during a game, the manager of the protesting team must immediately, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This will be followed by submitting a written report of the protest within twenty-four (24) hours of the time of the game protested, to the Recreation Coordinator at the Athletics office at the Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The phone number is (707) 334-2262.

Protests involving starting illegal players must be made before the top of the third inning, except if an illegal player enters after this time. In this case, the protest needs to be made immediately upon the player entering the game and before the next pitch is made. All managers should be aware that the umpires will report any illegal players to the Athletics office. If a player is found to be illegal by the Recreation Coordinator, the game will be forfeited, and the illegal player and manager will be subject to a penalty. All final decisions will be verified by Recreation documents on file.

*****All protests must be accompanied by a \$20.00 fee payable by cash, check, or money order, payable to the City of Reno. All protest fees will be returned if the protest is upheld; if the protest is denied the fees will be forfeited. Highly technical protests and those which have no effect on subsequent play of the final results of the game will not be accepted.*****

12. FORFEIT

Teams must have a minimum of nine (9) players, (the combination of players depends upon the league, such as Co-Ed, Men's, etc.) to start a slow pitch game. If a team starts with the minimum number of players and the tenth (10th) eligible player arrives, they may be added at any time at the bottom of the line-up. Teams may not add the additional hitter after the game has started.

- a) If a player is injured, disqualified, or there is an emergency, and cannot continue playing the game will continue under the ASA short-handed rule, except his/her position in the batting order will not be an out. **Exception:** You cannot drop below nine (9) players.
- b) If a player is ejected from a game, or has to leave for any reason other than an injury, and there are no legal substitutes, the game is forfeited to the opposing team. Substitutes can replace an ejected player.
- c) There will be a five (5) minute grace period for the 6:30 pm game time ONLY. The opposing team will automatically receive two (2) runs. The game clock will begin running at game time. This will affect only the 6:30 pm games. For all other games, game time is forfeit time – there will be no grace period. This grace period is from the original game time, not when the game actually begins.
- d) In the event a forfeit needs to be called, the umpire must report immediately to the Sports Complex office for confirmation. Any teams or individuals, who have an issue regarding the forfeit, please bring it to our attention then.

13. GAME FORFEITURE

There is a \$25.00 fee for every forfeit a team has after the first forfeit, this includes forfeits recorded for failure to sign your team in for the games.

As a courtesy to opposing teams, we ask that any team that knows they will not have enough players to play a game call the Athletics office so that the opposing team can be notified.

Any team forfeiting two (2) games will be placed on probation for the remainder of the season. Once on probation for excessive forfeiture, a team that forfeits a third game will be subject to removal from the league and relinquishment of all fees.

C. SOFTBALL PLAYING RULES

1. GENERAL

The City of Reno Parks, Recreation, and Community Services Department softball leagues will be governed by current ASA rules and regulations unless superseded by this document.

2. PITCHING

Each pitch must have an arch a minimum of six (6) feet from the ground to a maximum of ten (10) feet from the ground. The pitcher must release the ball in an underhand motion. Pitching between the legs or behind the back is not allowed. To start the game the pitcher will be allowed up to five (5) warm-up pitches during a one minute time span. Each half inning thereafter, three (3) pitches will be allowed.

Safety option: The pitcher will have the option of pitching from anywhere inside an area starting at the pitching rubber, extending 6 feet back toward 2nd base (24in. x 6ft).

3. BATTING

For all leagues, the count will begin at 1 ball and 1 strike, meaning three (3) balls will be a walk and two (2) strikes an out. Any foul balls are considered a strike, unless the batter is female with one strike left. Runners may tag and advance on a foul ball once it is caught. Teams using an additional hitter must begin the game with the additional batter. Any player on the batting line-up may play defense at any time. For co-ed teams, the same is true, however the ratio of female:male players must be equal if additional batters are used.

4. BALLS

The following ball will be used for the softball leagues:

- a) Men's Slow Pitch – Worth Gray Dot Cor. 40
- b) Women's Slow Pitch – Worth Green Dot Cor. 47

5. HOME RUN RULE

All leagues will have a homerun equalizer rule in effect. With the one up rule, a team can be no more than one (1) home run ahead of the opposing team at any time. Any home run above and beyond the one (1) home run will be an out. For example, if in the 1st inning your team hits one home run, any other home run hit will be an out. If in the next inning the opposing team hits two home runs (their first one, and then one to go ahead of your team), any other home run they hit after that will be an out until your team hits one or two more home runs.

6. COURTESY RUNNERS

All leagues may use courtesy runners for injured players only during the game. The injured player must make it safely to first base before the courtesy runner will be allowed to enter the game. Please let the umpire and opposing team manager know of your planned use of any courtesy runners. The courtesy runner must be the last recorded out or the player scheduled to bat last if in the first inning with no outs. In Co-ed leagues the courtesy runner must be the same gender as the original runner (male for male, female for female).

7. CO-ED LEAGUE

Co-ed Teams usually play with five (5) men and five (5) women. There must be at least nine players to start a game. The ratio must be at least five (5) and four (4) with either gender in the majority. Co-ed teams may also play with ten (10) players and/or bat twelve (12) players. In both cases the ratio between men and women **MUST** be equal. The batting order will always alternate between male and female even if playing with only nine (9) players. Teams may use a male or female pitcher during play.

If a male batter is walked, he will be awarded second base automatically. The female batter must bat with less than two (2) outs. Only with two (2) outs does she have the option to walk or hit after a male is walked. When a male is awarded second base on a walk, preceding runners only advance when forced and are not automatically moved up two bases.

NEW FOR 2010: The 3rd base/1st base coach will be responsible for the ball exchange with the pitcher of the defensive team in between male and female batters for the co-ed league.

8. SLIDING

The City of Reno advises that sliding into a base represents a clear and present hazard. Injury may result. Sliding is not mandatory nor is it sanctioned in our leagues. If you do choose to slide into a base, be aware that such activity is taken at your own risk and injury may occur.

9. ASA NON-APPROVED BAT LIST

An Illegal bat list is available on the ASA website: www.asasoftball.com under "Certified Equipment".

D. MANAGER RESPONSIBILITIES AND PLAYER CONDUCT

The Softball league will be governed by the "Player Code of Conduct" which follows. **The Parks, Recreation and Community Services Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate.**

1. NO PLAYER SHALL:

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Suspension of one (1) year from the point of detection.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. NO PLAYER SHALL:

At any time threaten an official/staff. Officials are required to immediately suspend the player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Life suspension and/or assault charges filed.

3. NO PLAYER SHALL:

Refuse to abide by an umpire's decisions. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

4. NO PLAYER SHALL:

Be guilty of objectionable demonstration of dissent at an official's decisions. Only one representative shall be allowed to have any verbal contact with the officials.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

5. NO PLAYER SHALL:

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

6. NO PLAYER SHALL:

Be guilty of an abusive verbal attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

7. NO PLAYER SHALL:

Be guilty of using severe vulgarities directed at any player, official, staff, or spectator.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

8. NO PLAYER SHALL:

Be guilty of drinking alcohol on or in the vicinity of the playing field while participating in a game, this includes the dugout and bleacher area.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

9. NO PLAYER SHALL:

Be guilty of appearing intoxicated on the field of play. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. NO PLAYER SHALL:

Be guilty of smoking on the playing field while participating in a game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

11. Any player placed on probation and reported again for a violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.

12. Any player ejected from a game must leave the complex immediately. Failure to do so will result in forfeiture of the game and automatic suspension for two (2) games for the player.

13. Throwing of the bat, regardless of intention, is prohibited. Penalty will be ejection. Throwing of the bat intentionally or maliciously will have the additional penalty of a two (2) game suspension.

14. Team managers are responsible for their players and spectators. Failure to control team members or fans may result in both forfeiture of the game and suspension from the program.

15. Participants may be held liable for damages caused by negligence or malice.

16. Suspended players are suspended from all leagues in which they participate. For example, if suspended during a men's game the player may not play in another men's or co-ed game until the suspension is met. During suspension such player is not allowed in the complex, even as a spectator.

17. DRINKING ALCOHOLIC BEVERAGES DURING THE GAME WILL NOT BE TOLERATED. IF A PLAYER IS DRINKING ALCOHOLIC BEVERAGES DURING THE GAME, THE COACH WILL RECEIVE A WARNING. THE NEXT TIME A PLAYER ON THAT TEAM IS SEEN DRINKING AN ALCOHOLIC BEVERAGE, THAT PLAYER WILL BE EJECTED AND THE GAME MAY RESULT IN A FORFEIT.

18. All participants are governed by the aforementioned rules which cover conduct before, during, and after the game.

Effective October 1, 2005

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.

A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.

REMINDER

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics office to speak with the Recreation Coordinator, please call 334-2262 or e-mail Noah at hajecn@reno.gov

Thank you for participating in our leagues.